

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below
wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) An image displaying A method for displaying an image by outputting image data by each [[flame]] frame to a display device, wherein being capable to set alternatively a first display mode which outputs image data to said display device with a different pixel arrangement for each flame and a second display mode which outputs image data to said display device with an identical pixel arrangement for each flame, comprising steps of:

judging a scale of a processing load performed within one [[flame]]frame; ;
and

alternatively setting a mode of display in one of a first mode when the processing load is judged to be relatively light, and a second mode when the processing mode is judged to be relatively heavy; and

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode setting said first display mode when the load is judged to be light or setting said a second display mode when the load is judged to be heavy.

2. (Currently amended) ~~An image displaying The method according to claim 1, wherein said step of displaying includes first display mode constitutes image data by arranging pixel data at different pixel positions from each other for an odd number [[flame]] frame and an even number [[flame]] frame when said image data is displayed on said display device in said first display move.~~

3. (Currently amended) ~~An image displaying The method according to claim 1, further comprising steps of[;]:~~

a measuring a processing time required for the processing performed within one [[flame]] ~~frame;[[],]~~ and
~~said step of judging a scale of [[a]] the processing load [[by]] includes~~
comparing said processing time with a predetermined reference value.

4. (Currently amended) ~~An image displaying The method according to claim 3, wherein said step of setting includes [[a]] switching operation to said first display mode is performed if said processing time is continuously less than said reference value during a predetermined number of ~~frames~~ frames in [[the]] a case where said second display mode is currently set.~~

5. (Currently amended) A game system displaying an image by outputting image data to a display device for each [[flame]] frame, comprising:

a display mode setting device for setting a display mode alternatively a first display mode outputting displaying the image data [[to]] on said display device with a different pixel arrangement for each said frame [[flame]] and a second display mode outputting displaying the image data [[to]] on said display device with an identical pixel arrangement for each said frame [[flame]], wherein said display mode setting device judges a scale of processing load performed within one flame, and sets the display mode to said first display mode when the load is judged to be relatively light, or sets the display mode to said second display mode when the load is judged to be relatively heavy.

6. (Currently amended) [[A]] The game system according to claim 5, wherein said display mode setting device outputs the image data to said display device with makes said first display mode constitute image data by arranging pixel data at different pixel positions arrangements from each other for an odd number [[flame]] frame and an even number [[flame]] frame when the display mode is set to said first display mode.

7. (Currently amended) [[A]] The game system according to claim 5, wherein said display mode setting device measures a processing time required for the processing performed in one [[flame]] frame and judges a scale of load by comparing said the processing time with a predetermined reference value.

8. (Currently amended) [[A]] The game system according to claim 7, wherein said display mode setting device sets a switching switches the display mode to said first display mode when said processing time is continuously less than said reference value during a predetermined number of frames frames in [[the]] a case where said second display mode is currently set.

9. (Currently amended) A computer readable storage medium storing an image display program formed so as to make a computer, performing an computer which performs image display processing to display an image by outputting image data to a display device by each [[flame]] frame, function as; perform the steps of: judging a processing load performed within one frame as being one of relatively light and relatively heavy; and
being able to set alternatively setting a display mode to a first display mode which outputs displays the image data [[to]] on said display device with a different pixel arrangement for each [[flame]] frame when the processing load is judged as relatively light, and to a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame when the processing load is judged as relatively heavy flame, and
judging a processing load performed within one flame and setting said first display mode when the load is judged to be light or setting said second display mode when the load is judged to be heavy.

10. (Currently amended) [[A]] The computer readable storage medium storing an image display program according to claim 9, wherein said first display mode constitutes outputs the image data to said display device with different pixel arrangements from by arranging pixel data at different pixel positions each other for an odd number [[flame]] frame and an even number [[flame]] frame.

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11. (Currently amended) [[A]] The computer readable storage medium storing an image display program according to claim 9, wherein the program is formed so as to make the computer measure a processing time required for the processing performed in one [[flame]] frame and judge a scale of load by comparing said processing time with a predetermined reference value.

12. (Currently amended) [[A]] computer readable storage medium storing an image display program according to claim 11, wherein the program is formed so as to make the computer switch to said first display mode when said processing time is continuously less than said reference value during predetermined number of flames frames in [[the]] a case where said second display mode is currently set.